XR 200 BEAM

PR-2202

This product manual contains important information about the safe installation and use of this projector. Please read and follow these instructions carefully and keep this manual in a safe place for future reference.

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Please note that as part of our ongoing commitment to continuous product development, specifications are subject to change without notice. Whilst every care is taken in the preparation of this manual we reserve the right to change specifications in the course of product improvement. The publishers cannot be held responsible for the accuracy of the information herein, or any consequence arising from them.

Every unit is tested completely and packed properly by the manufacturer. Please make sure the packing and / or the unit are in good condition before installation and use. Should there be any damage caused by transportation, consult your dealer and do not use the unit. Any damage caused by improper use will not be assumed by the manufacturer and / or dealer.

ACCESSORIES

These items are packed together with the projector:

Name	Quantity	Unit	Remark
G clamps	2	Pcs	
XLR cable	1	Pc	with plug
Safety cord	2	Pcs	
This manual	1	Pc	
Ω clamps	2	Pcs	Optional

SAFE USAGE OF THE PROJECTOR

When unpacking and before disposing of the carton check if there is no transportation damage before using the projector. Should there be any damage caused by transportation, consult your dealer and do not use the apparatus.

The projector is for indoor use only, IP20. Use only in dry locations. Keep this device away from rain and moisture, excessive heat, humidity and dust. Do not allow contact with water or any other liquids.

The projector is not designed or intended to be mounted directly on to inflammable surfaces.

The projector is only intended for installation, operation and maintenance by qualified personnel.

The projector must be installed in a location with adequate ventilation, at least 50cm from adjacent wall surfaces. Be sure that no ventilation slots are blocked.

Do not project the beam onto inflammable surfaces, minimum distance is 12m. 12m

Avoid direct exposure to the light from the lamp. The light is harmful to the eye.

Do not attempt to dismantle and/or modify the projector in any way.

Electrical connection must only be carried out by qualified personnel.

Before installation, ensure that the voltage and frequency of power supply match the power requirements of the projector.

It is essential that each projector is correctly earthed and that electrical installation conforms to all relevant standards.

Do not connect this device to any other types of dimmer apparatus.

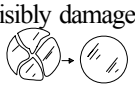
Make sure that the power-cord is never crimped or damaged by sharp edges. Never let the power-cord come into contact with other cables. Only handle the power-cord by the plug. Never pull out the plug by tugging the power-cord.

Keep the lamp clean. Do not touch the lamp glass with bare hand.

The projector should always be installed with a secondary safety fixing. A safety cord is supplied for this; it should be attached as shown in "installing the projector" section.

The lamp used in this projector is a discharge lamp. After switching off don't attempt to restart the projector until lamp has cooled, this will require approx 15 minutes. Switching the lamp on and off at short intervals will reduce the life of both the lamp and the projector. But occasional breaks will prolong the life of the lamp and projector.

Never run the projector without a lamp.
The lamp shall be changed if it has become damaged or thermally deformed or reached its life limit.

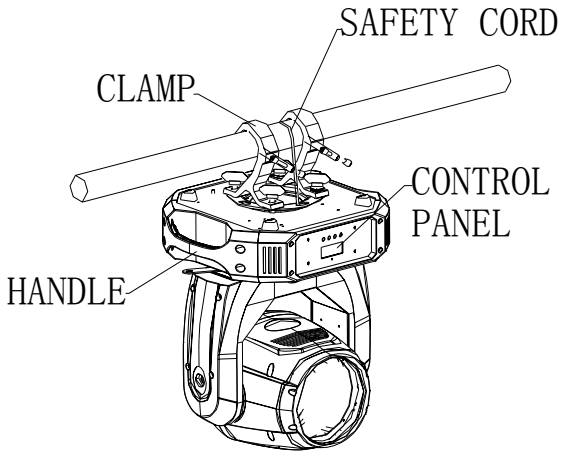
Shields and lens shall be changed if they have become visibly damaged to such an extent than their effectiveness is impaired, for example by cracks or deep scratches. 

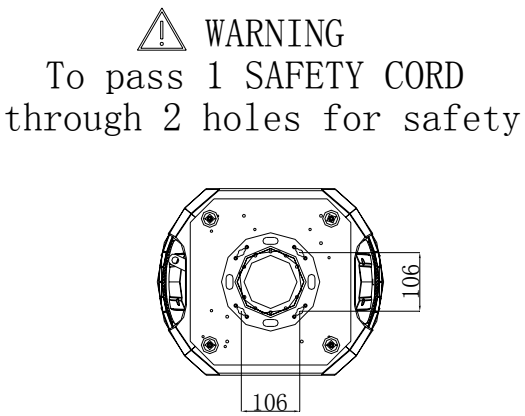
Exterior surface temperatures of the luminaire after 5 minutes operation is 35℃, when steady state is achieved 55℃,

There is no user serviceable parts inside the projector, do not open the housing and never operate the projector with the covers removed.
If you have any questions, don't hesitate to consult your dealer or manufacturer.

Always disconnect from the mains, when the device is not in use or before cleaning it or before attempting any maintenance work !

INSTALL THE PROJECTOR





Take 2 clamps and 1 safety cords out from the package and mount 2 clamps on the underside of fixture with 4 retainers attached to each clamp. Hang the fixture on the structure and fasten the screws attached to each clamp. (See the **WARNING** on the underside of the base as shown above) Always ensure that the projector is firmly anchored to avoid vibration and slipping whilst functioning. Always ensure that the structure that you are going to mount the projector is secure and is strong enough to support the weight of the fixture.

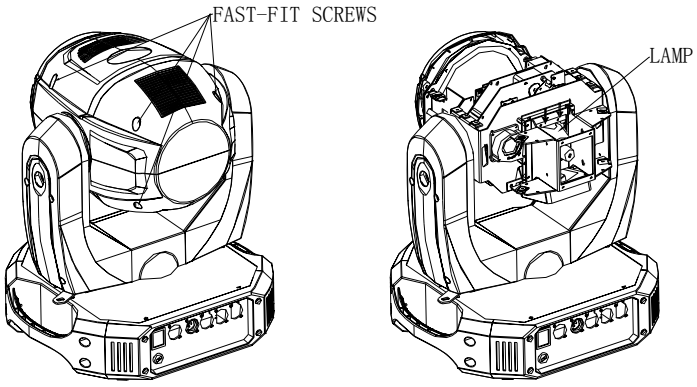
WARNING

1. The projector MUST be lifted or carried by the HANDLES instead of clamps.

2. For safety the safety cord should support 10 times of the unit's weight.

FITTING THE LAMP

Unplug the projector from power before lamp installation or replacement and wait for it to cool. Lock the yoke before fitting/replacing the lamp. Loosen 8 fast-fit screws and remove the back cover, you can see the structure as shown in the figure 2.. After unplug the power wires, hold the end of the lamp and push it as directed by the arrow resulting in the other end of the lamp unblocked ,then pull the lamp out. Before installing new lamp, plug the power wires for the lamp tightly. Installation of the lamp is an reverse sequence to the pull-out. Fit new lamp and close the back cover by fastening 8 fast-fit screws. **Note:** don't touch the bulb of the new lamp with bare hand so as not to influence the beam output; Do not harm the sticking out point of the lamp during its installation.



WARNING: Care should always be taken when handling these lamps. Always read the manufacturers "Instructions for use" enclosed with the lamp.

POWER SUPPLY-MAINS

Connect the power cord as follows:

L (live) =brown

E (earth) =yellow/green

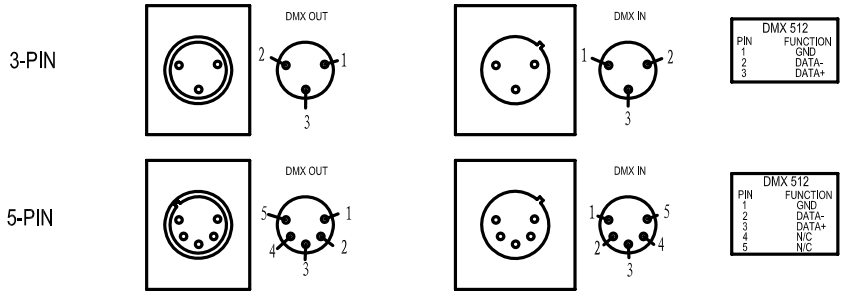
N (neutral) =blue

Use the plug provided to connect the mains power to the projector paying attention to the voltage and frequency marked on the panel of the projector. It is recommended that each projector be supplied separately so that they may be individually switched on and off.

IMPORTANT

It is essential that each projector is correctly earthed(yellow/green twin wire) and the electrical installation conforms to all relevant standards.

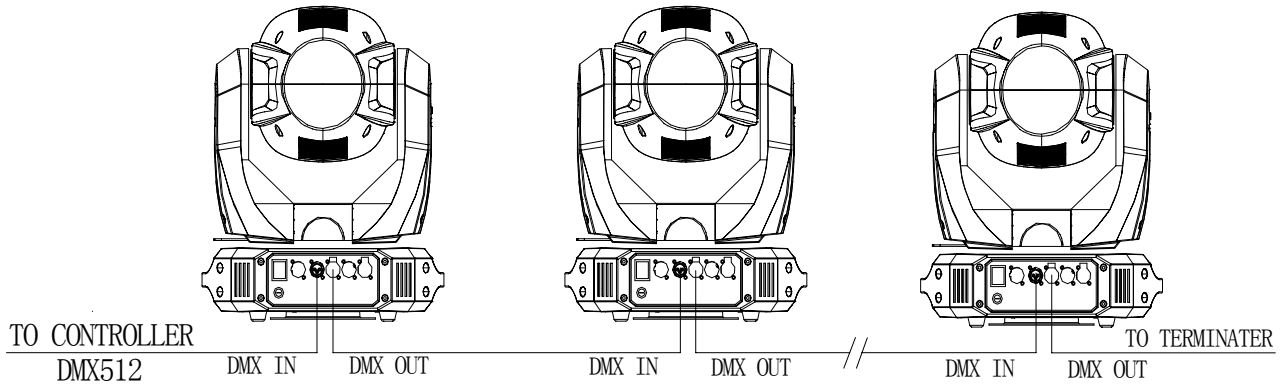
CONTROL CONNECTION



Connection between controller and projector and between one projector and another must be made with a 2 core-screened cable, with each core having at least a 0.5mm diameter. Connection to and from the projector is via cannon 3 pin (which are included with the projector) or 5 pin XLR plugs and sockets. The XLR's are connected as shown in the figure above.

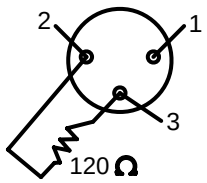
Note: care should be taken to ensure that none of the pins touch the metallic body of the plug or each other. The body of the plug is not connected in any way other than as shown above. The projector accepts digital control signals in protocol DMX512 (1990).

Connect the controller's output to the first fixture's input, and connect the first fixture's output to the second fixture's input and connect the rest fixtures in the same way. Eventually connect the last fixture's output to a DMX terminator as shown in the figure below.

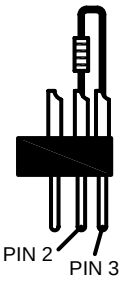


DMX TERMINATOR

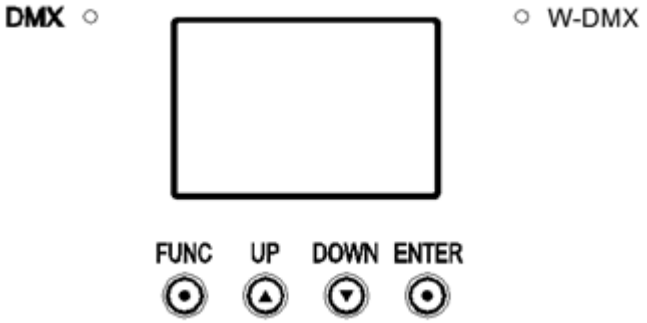
In the Controller mode, at the last fixture in the chain, the DMX output has to be connected with a DMX terminator. This prevents electrical noise from disturbing and corrupting the DMX control signals.
The DMX terminator is simply an XLR connector with a 120Ω (ohm) resistor connected across pins 2 and 3, which is then plugged into the output socket on the last projector in the chain. The connections are illustrated below.



DMX TERMINATOR
CONNECTION
Connect a 120Ω(OHM) resistor across pins 2 and 3 in an XLR plug and insert into the DMX out socket on the last unit in the chain.



SETUP OPTIONS-PROJECTOR CONFIGURATION



Projector configuration can be set conveniently via switch button and LCD display. Turn the projector on and the LCD display will show DMX address you set and save last time and it can be reset and saved again as you please.
Launch the projector. Press button ENTER more than 5 seconds to unlock panel. After this, the display shows the projector's function menu and each option has its own sub-menus. Each menu stands for special function, see details as follows.
Press button UP or DOWN if you want to browse through the various Setup Options.
Press button ENTER to save your settings or enter the next menu. Press button UP or DOWN to change the values(plus or minus)
Press button FUNC, it will return to the upper menu one by one. If the button not pressed, defaulted will show display status automatically.

TO SET THE DMX START ADDRESS

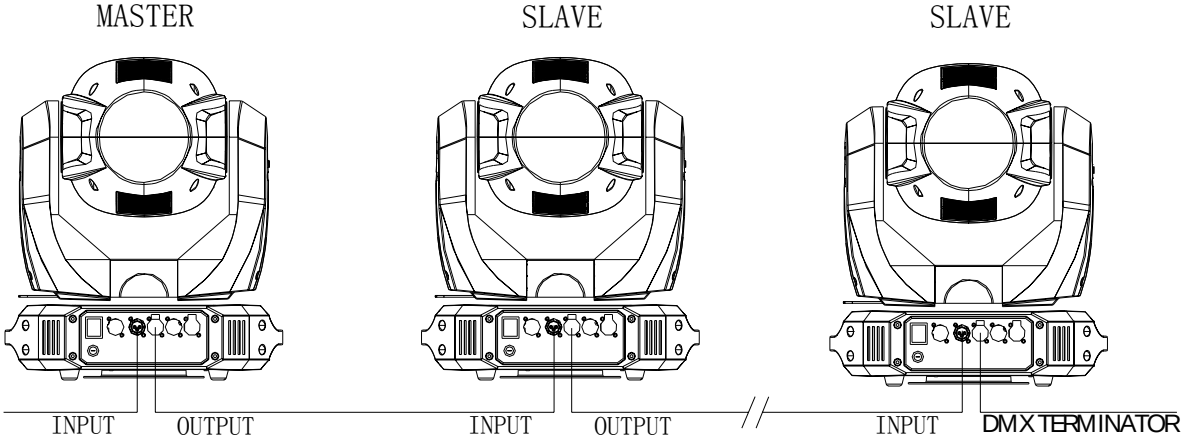
Each projector must be given a DMX start address so that the correct projector responds to the correct control signals. This DMX start address is the channel number from which the projector starts to "listen" to the digital control information being sent out from the controller. XR 200 BEAM has 3 DMX modes. There are standard mode ,short mode and extended mode. For example standard mode have 14 channels, so set the No. 1 projector's address 001, No. 2 projector's address 015, No. 3 projector's address 029, No. 4 projector's address 043, and so on.
Launch the projector. Press button ENTER more than 5 seconds to unlock panel.
Press button ENTER to display **DMX address**;
Press button UP and DOWN, you can set the address;
Press button ENTER to confirm; after powered next time, It will display latest values.
Press button FUNC, it will return to the upper menu one by one.

STAND-ALONE MODE

Operate the projector without connecting a controller, enable the master mode in the operation panel, the projector will run in Stand-Alone mode automatically.

MASTER/SLAVE MODE

Without using a controller, many projectors can run synchronously in the Master/Slave mode by linking them with each other. Connect the controller's output to the first fixture's input, and connect the first fixture's output to the second fixture's input and connect the rest fixtures in the same way. Eventually connect the last fixture's output to a DMX terminator as shown in the figure below. Then the first one is the master with setting options as master mode enabled, and others are slaves.
Start Address for all slaves is 001. The Master can run at any mode for the Master and Slaves run at the corresponding mode compared to the Master.
After powered , the group will run at Master/Slave Mode.



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OPERATION MENU

1st LEVEL	2nd LEVEL	3rd LEVEL	4th LEVEL
AddR	XXX (1~499)		
Reset	Are you sure		
CNFG (Config Settings)	dmX (DMX Mode ,Default: STD)	STd 14 (DMX Mode Standard)	
		SHRT 10 (DMX Mode Short)	
		EXT 16 (DMX Extended Mode)	
	Lamp Control Set (Lamp Control ,Default: CHAN)	ByControlChanne (By Control Channel)	
		ByPowerOn (By Power)	
	Pan Tilt Swap (Default: OFF)	OFF	
		ON	
	Pan Tilt Invert (Default: OFF)	OFF	
		ON	
	Pan amend	0~127	
	Tilt amend	0~127	
	Wireless Mode (Default: XLR First) Optional	XLR First	
		XLR Only	
		Wireless Only	
		Wireless First	
		Wireless To XLR	
	Unlink Wireless	Yes	
	MasterSlaveSelec Selection of Master/Slave (Default: Slave)	Slave	
		Master	
	Reset Lamp Hours (Lamp hours changed into 0)	Are you Sure	
	FactorySettings （Factory Default Settings?）	Yes	
	ParameterTransm (Parameters transmitted(2)?)	Yes	
	Display Options	Language	English/Chinese
		Display Mode	Off After Delay / On Always
		Display Invert	OFF / ON
		Display Contrast	0~18
INFO (Information)	Power On Hours (Lighting Fixture Use Time)	XXXX (Time displayed)	
	Lamp Hours (Lamp Use Time)	XXXX (Time displayed)	
	VER (Version No.)	X.X.X (Software Version No.)	
TEST (Test Modes)	Self Test	Yes	
		Strobe	NO (Without Strobe)

	Manual Test		Mode 1
			Mode 2
		Color Wheel	NO (White)
			Cw1-CW14 (Color Wheel1-Color Wheel14)
			FORw (Rotation)
			STOP (Rotation Stops)
			REVE (reverse Rotation)
		Fixed Gobo Wheel	NO (White)_
			Gobo1-Gobo17
			Rotation
			Reverse Rotation
			Shake Effect 1-10
		Effect Wheel	NO
			Effect 1
			Effect 2
			Effect 3
		Effect Wheel Rotation	Stop
			Rotation
			Reverse Rotation
		Focus	0-255 Linear Focusing
		Pan Location	0-255
		Tilt Location	0-255
		Pan & Tilt Speed	0-255
mENU (Operating Menu)	DMX Operation DMX		
	Preset Memory		
	User's Memory		
	Static Scene 1～16	CH1 (Strobe)	0-255
		CH2 (Dimming)	0-255
		CH3 (Color Wheel)	0-255
		CH4 (Fixed Gobo Wheel)	0-255

		CH5 (Effect Wheel)	0-255
		CH6 (Effect Wheel Rotation)	0-255
		CH7 (Focusing)	0-255
		CH8 (Pan Location)	0-255
		CH9 (Tilt Location)	0-255
		CH10 (Pan and Tilt Speeds)	0-255
		CH11 Scene hold time	0-25 Seconds
Lamp Manual Control	Turn Lamp On	Yes	
	Turn Lamp Off	Yes	

Remark:

1. In the synchronous control of multiple projectors parameters can be transmitted from the master including: DMX mode, display setting, operation mode(user memory);
2. all projectors Accepting parameters will automatically be set to slave mode.

Explanations for Letters on top-right of the display
S: Slave Mode M: Master Mode
D: DMX512 Mode I: Preset Memory
U: User's Memory T: Test Mode
Lock Logo: buttons locked, press" ENTER" for more than 5 seconds, lock logo disappears and buttons are unlocked

DMX PROTOCOL

Short mode	Standard mode	FUNCTION	DMX	DESCRIPTION
1	1	Strobe	000-015	Open
			016-255	Strobe from Slow to Fast
2	2	Dimmer	000-255	From dark to bright
3	3	Color Wheel	000-011	White
			012-015	White+Color 1
			016-019	Color 1
			020-023	Color 1+Color 2
			024-027	Color 2
			028-031	Color 2+Color 3
			032-035	Color 3
			036-039	Color 3+ Color 4
			040-043	Color 4
			044-047	Color 4+ Color 5
			048-051	Color5
			052-055	Color5+ Color6
			056-059	Color 6
			060-063	Color 6+Color 7
			064-067	Color7
			068-071	Color 7+Color 8
			072-075	Color 8
			076-079	Color 8+ Color 9
			080-083	Color 9
			084-087	Color 9+ Color 10
			088-091	Color 10
			092-095	Color 10+Color 11
			096-099	Color 11
			100-103	Color 11+ Color 12
			104-107	Color 12
			108-111	Color 12+Color 13
			112-115	Color 13
			116-119	Color 13+ Color 14
			120-123	Color 14
			124-127	Color 14+White
			128-159	Rotation （From slow to Fast）
			160-223	Stops with White
			224-255	Reverse Rotation（From slow to Fast）
			000-007	White

4	4	Fixed Gobo Wheel	008-015	Gobo 1
			016-023	Gobo 2
			024-031	Gobo 3
			032-039	Gobo 4
			040-047	Gobo 5
			048-055	Gobo 6
			056-063	Gobo 7
			064-071	Gobo 8
			072-079	Gobo 9
			080-087	Gobo 10
			088-095	Gobo 11
			096-103	Gobo 12
			104-111	Gobo 13
			112-119	Gobo 14
			120-127	Gobo 15
			128-135	Gobo 16
			136-143	Gobo 17
			144-159	Rotation （From slow to Fast）
			160-175	Reverse Rotation （From slow to Fast）
			176-183	Shake 1（From Fast to slow）
			184-191	Shake 2 （From Fast to slow）
			192-199	Shake 3（From Fast to slow）
			200-207	Shake 4（From Fast to slow）
			208-215	Shake 5（From Fast to slow）
			216-223	Shake 6（From Fast to slow）
			224-231	Shake 7（From Fast to slow）
			232-239	Shake 8（From Fast to slow）
			240-247	Shake 9（From Fast to slow）
			248-255	Shake 10（From Fast to slow）
5	5	Prism Wheel	000-063	White
			064-127	Prism
			128-191	Frost Filter
			192-255	Low CT filter
6	6	Prism Rotation	000-063	Stop
			064-127	Rotation （From slow to Fast）
			128-191	Stop
			192-255	Reverse Rotation （From slow to Fast）
7	7	Focusing	000-255	Linear Focusing
	8	Focusing Fine	000-255	Focusing in 16 bit precision
8	9	Pan	000-255	Pan(0°~540°)
	10	Pan Fine	000-255	Pan in 16 bit precision
9	11	Tilt	000-255	Tilt(0°~270°)

	12	Tilt Fine	000-255	Tilt in 16 bit precision
	13	Pan & Tilt Speeds	000-255	Pan & Tilt Speed from Fast to Slow
10	14	Control	000-031	Reserved
			032-063	Lamp Off (stop in DMX value for 2 s)
			064-095	Reserved
			096-127	Lamp On (stop in DMX value for 2 s)
			128-159	Reserved
			160-191	Reset(stop in DMX value for 2 s)
			192-255	Reserved

Extended Mode	FUNCTION	DMX	DESCRIPTION
1	Color Wheel	000-004	White
		005-008	White /Color 1
		009-012	Color 1
		013-017	Color 1/Color 2
		018-021	Color 2
		022-025	Color 2/Color 3
		026-029	Color 3
		030-034	Color 3/ Color 4
		035-038	Color 4
		039-042	Color 4/ Color 5
		043-406	Color5
		047-051	Color5/ Color6
		052-055	Color 6
		056-059	Color 6/ Color 7
		060-063	Color7
		064-068	Color 7/ Color 8
		069-072	Color 8
		073-076	Color 8/ Color 9
		077-081	Color 9
		082-085	Color 9/ Color 10
		086-089	Color 10
		090-093	Color 10/ Color 11
		094-098	Color 11
		099-102	Color 11/ Color 12
		103-106	Color 12
		107-110	Color 12/ Color 13
		111-115	Color 13
		116-119	Color 13/ Color 14

		120-123	Color 14
		124-127	Color 14/White
		128-255	Rotation （From slow to Fast）
2	Strobe	000-003	Open
		004-103	Strobe from Slow to Fast
		104-255	Open
3	Dimming	000-255	From dark to Bright
4	Fixed Gobo Wheel	000-003	White
		004-007	Gobo 1
		008-011	Gobo 2
		012-015	Gobo 3
		016-019	Gobo 4
		020-023	Gobo 5
		024-027	Gobo 6
		028-031	Gobo 7
		032-035	Gobo 8
		036-039	Gobo 9
		040-043	Gobo 10
		044-047	Gobo 11
		048-051	Gobo 12
		052-055	Gobo 13
		056-059	Gobo 14
		060-063	Gobo 15
		064-067	Gobo 16
		068-071	Gobo 17
		072-113	Rotation （From Fast to Slow）
		114-117	Stop at White
		118-159	Rotation （From slow to Fast）
		160-166	Shake 1（From Fast to slow）
		167-172	Shake 2 （From Fast to slow）
		173-179	Shake 3（From Fast to slow）
		180-185	Shake 4（From Fast to slow）
		186-191	Shake 5（From Fast to slow）
		192-198	Shake 6（From Fast to slow）
		199-204	Shake 7（From Fast to slow）
		205-211	Shake 8（From Fast to slow）
		212-217	Shake 9（From Fast to slow）
		218-223	Shake 10（From Fast to slow）
		224-255	Stop at White
5	Effect Wheel	000-127	White

		128-255	Eight-facet Prim
6	Prism Rotation	000-127	Stop
		128-190	Rotation （From Fast to Slow）
		191-192	Stop
		193-255	Reverse Rotation （From slow to Fast）
7	CT Filter	0-127	White
		128-255	CT Filter
8	Frost Filter	0-127	White
		128-255	Frost Effect
9	focusing	0-255	Linearly focusing
10	Pan	000-255	Pan(0°~540°)
11	Pan Fine	000-255	Pan in 16 bit precision
12	Tilt	000-255	Tilt(0°~270°)
13	Tilt Fine	000-255	Tilt in 16 bit precision
14	Reserved	000-255	
15	Control	000-076	Reserved
		077-127	Reset(Stop for 2S)
		128-255	Reserved
16	Lamp Control	000-024	Reserved
		025-099	Lamp off(for 2S)
		100-255	Lamp on(for 2S)

Remarks:
1. For the use of Prism, Frost Filter and CT Filter, Prism, Frost Filter and CT filter are 1st, 2nd and 3rd respectively in priority sequence.

INDICATION OF LED DIGITAL TUBE

Decimal point of the first digital tube	On	DMX signal OK
	Off	No DMX signal
Decimal point of the third digital tube	On	Master / slave signal is OK
	Off	No master / slave signal
Decimal point of the fourth digital tube	On	When setting master mode
	Off	When setting slave mode
Parameters that LED digital tubes display	Flash	Parameters not saved, press "ENTER" to save them

MAINTENANCE

If the projector's lens becomes damaged or broken it should be replaced. If the lamp becomes damaged or deformed in any way it must be replaced. If the light from the lamp appears dim this would normally indicate that it is reaching the end of its life and it should be changed at once, aged lamps run to the extremity of their life might explode. If the projector does not function, check the fuses on the power socket of the projector, they should only be replaced by fuses of the same specification. Should these be damaged call a qualified technician before replacement. The projector has thermal protection device that will switch off the projector in case of overheating, should either of these operate, check that the fans are not blocked, and if they are dirty clean them before switching on the projector again. Check that the fans are operational, if not call a qualified technician.

Any maintenance work should only be carried out by qualified technicians.

LUBRICATION

To ensure the continuous rotation of the rotating gobos and linear motion of the lens for focusing, it is recommended that the bearings for the rotating gobos and the 2 shafts for the focusing lens holder be lubricated periodically, preferably every two months. Use only high quality, high-temperature resistant grease instead of any type of oil. When lubricating the bearings, a syringe with a fine needle is the easiest way to introduce the grease to the bearings around each gobo.

KEEPING THE PROJECTOR CLEAN

To ensure the reliability of the projector it should be kept clean. It is recommended that the fans should be cleaned every 15 days. The lens and dichroic colour filters should also be regularly cleaned to maintain an optimum light output. **Do NOT use any type of solvent on dichroic colour filters.**

Cleaning frequency depends on the environment in which the fixture operates: damp, smoke or particularly dirty surroundings can cause greater accumulation of dirt on the unit's optics. A soft cloth and typical glass cleaning products should be used in cleaning. It is recommended to clean the external optics at least once every 20 days and clean the internal optics at least once every 30 / 60 days.

Do not use any organic solvent, e.g. alcohol, to clean the reflector mirror, dichroic colour filters or housing of the apparatus.

TROUBLESHOOTING

PROBLEM	ACTION

The projector doesn't switch on	➢ Check the fuse on the power socket. ➢ Replace the lamp.
The lamp comes on but the projector doesn't respond to the controller	➢ Make sure that the fixture's start address is right ➢ Replace or repair the XLR singal cable.
The projector only functions intermittently	➢ Make sure the fan is working well or fans and their filters not blocked
Defective projection	➢ Make sure the lamp is within its life limit ➢ Remove dust or grease from the lenses.
The project image appears to have a halo	➢ Make sure the lamp is installed correctly. ➢ Carefully clean the optical group lenses and the projector components.
The beam appears dim	➢ Check the optics is clean or the lens in good condition(not cracked) ➢ Replace with a new lamp of the specified type and rating.

TECHNICAL DATA

VOLTAGES:

100V/200V/220V/230V/240V AC，50/60Hz

POWER CONSUMPTION:

280W@220V

LAMP:

PHILIPS	MSD Platinum 5R
Colour Temperature	8000°K
Manufacturers Rated Lamp Life	2000 hrs

COLORS:

1 Color Wheel

14 dichroic colour filters plus white

variable speed and bi-directional rainbow effect

linear colour changing is available

GOBOS:

1 Fixed gobo wheel **:**

17 interchangeable gobos+ white

Shaking and bi-directional wheel scrolling at variable speeds

Gobo changing is available

EFFECT WHEEL :

8-facet rotating Prism(bi-directional with variable speeds)+CT filter+ Frost Filter + White

FOCUSING:

0-100% linearly adjustable by Dmx

STROBE:

Double shutter blades, 0.3~20 F.P.S

HEAD MOVEMENT:

Pan 540º, Tilt 270º with auto position correction

BEAM ANGLE:

0°～4°, Linear zoom

CONTROL:

DMX512, 3 pin and 5 pin interfaces

10 channels in short mode, 14channels in standard mode, 16modes in Extended Mode
Self-test mode

OTHER FUNCTIONS:

Adjustable Pan & Tilt speed

Fixture and lamp usage time display

Modular construction for easy maintenance

DMX512 wireless receiver

DMX512 wireless transmitter (optional)

HOUSING:

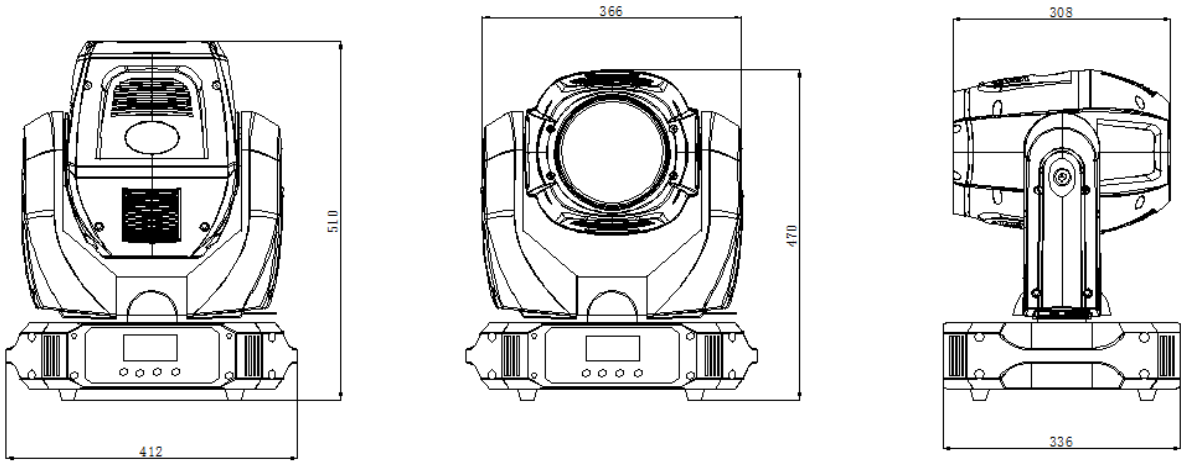
Composite plastic, IP20

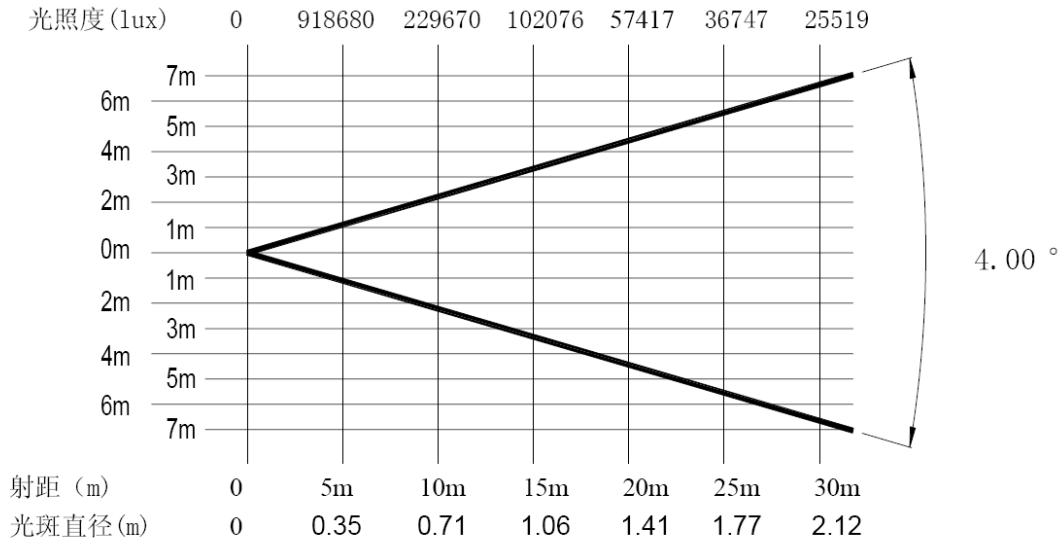
Power driven water proof cover, optional, water proof system control by DMX, IP44

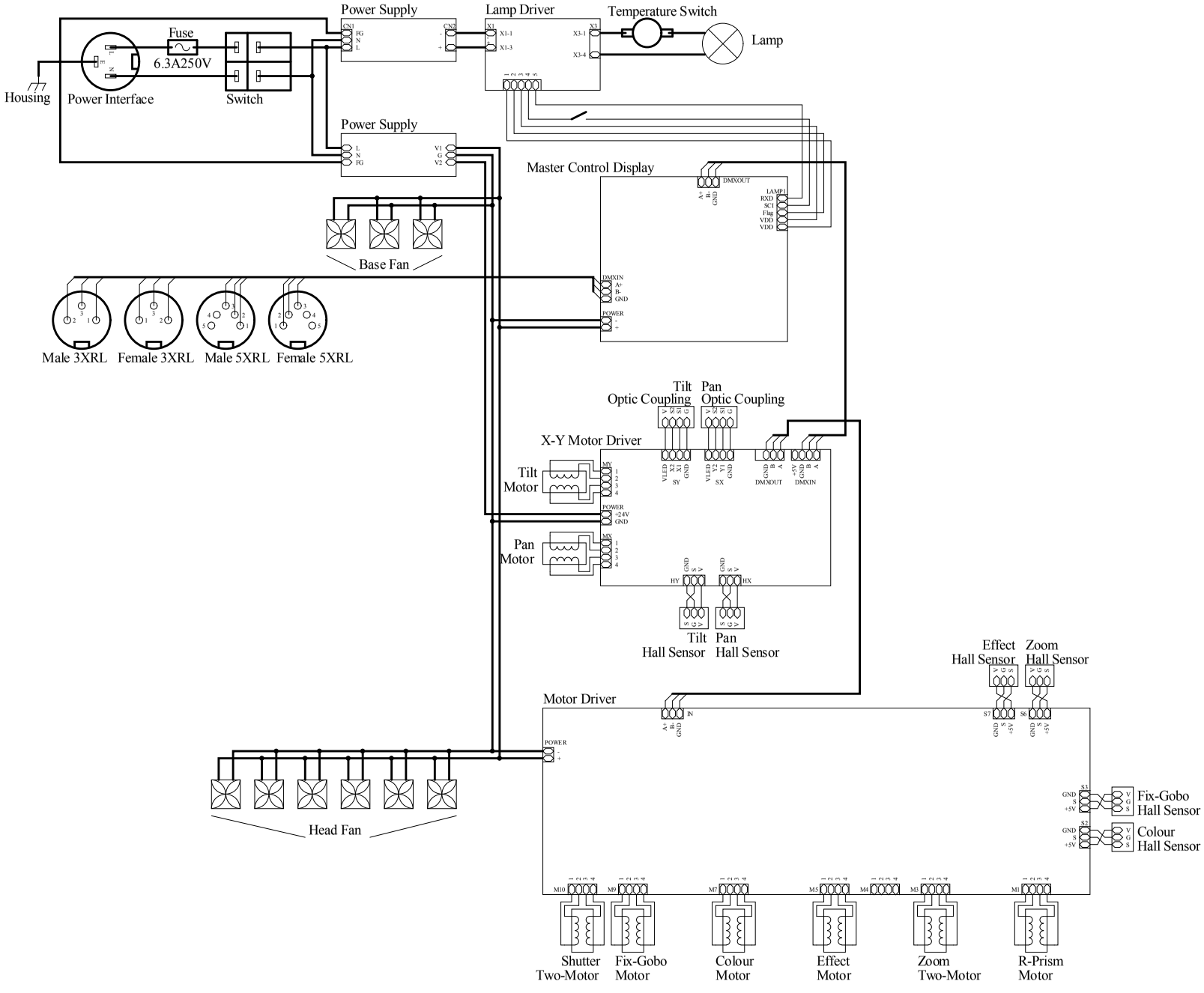
WEIGHT:

16Kg

SIZES:







Title	PR-2202 XR 200 Beam		
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COMPONENT ORDER CODES

NAME	PART NO.	QUANTITY	REMARK
5R BALLAST	040070109	1	
5R LAMP	100070026	1	
200W POWER SWITCH	190010133	1	
400W POWER SWITCH	190010116	1	
FUSE	270041065	1	T20A/250V 6.3*32mm
PAN DRIVER BELT	290151322	1	HTD-531-3M
TILT DRIVER BELT	290151331	1	HTD-399-3M
PRISM WHEEL BELT	290151255	1	HTD-270-3M
FOCUSING BELT	290151310	1	72MXL
O SHAPE RUBBER RING	290260054	1	
FAN	030069055	2	
TURBO-FAN	030069068	1	WITH SQUARE BASE
TURBO-FAN	030069072	1	
BASE FAN	030069005	3	
PAN MOTOR	030040205	1	
TILT MOTOR		1	
PRISM MOTOR	030040154	1	
FIXED GOBO WHEEL MOTOR		1	
COLOR WHEEL MOTOR		1	
PRISM ROTATION MOTOR	030040673	1	
FOCUSING MOTOR		2	
STROBE MOTOR		2	
PAN & TILT DRIVER BOARD	230060195	1	
7 CHANNEL DRIVER BOARD	230060125	1	
DISPLAY BOARD	230060658	1	
COLOR WHEEL ACCESSORIES	120110366	1	
FIXED GOBO WHEEL ACCESSORIES	120110368	1	
PRISM WHEEL ACCESSORIES	120110385	1	

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